



Figure 4 is a block diagram of a network topology. The diagram shows a Packet Source (e.g., Server) at the bottom, connected to an Upstream Node 12, which is connected to a Congested Node 10, which is connected to a Client at the top. The Packet Source is connected to Upstream Node 12 via two lines, 14a and 14b. Upstream Node 12 is connected to Congested Node 10 via two lines, 20a and 20b. Congested Node 10 is connected to the Client via line 18. A Control Node (16) is connected to both Upstream Node 12 and Congested Node 10 via lines 22a and 22b. The Client is represented by an arrow pointing upwards.

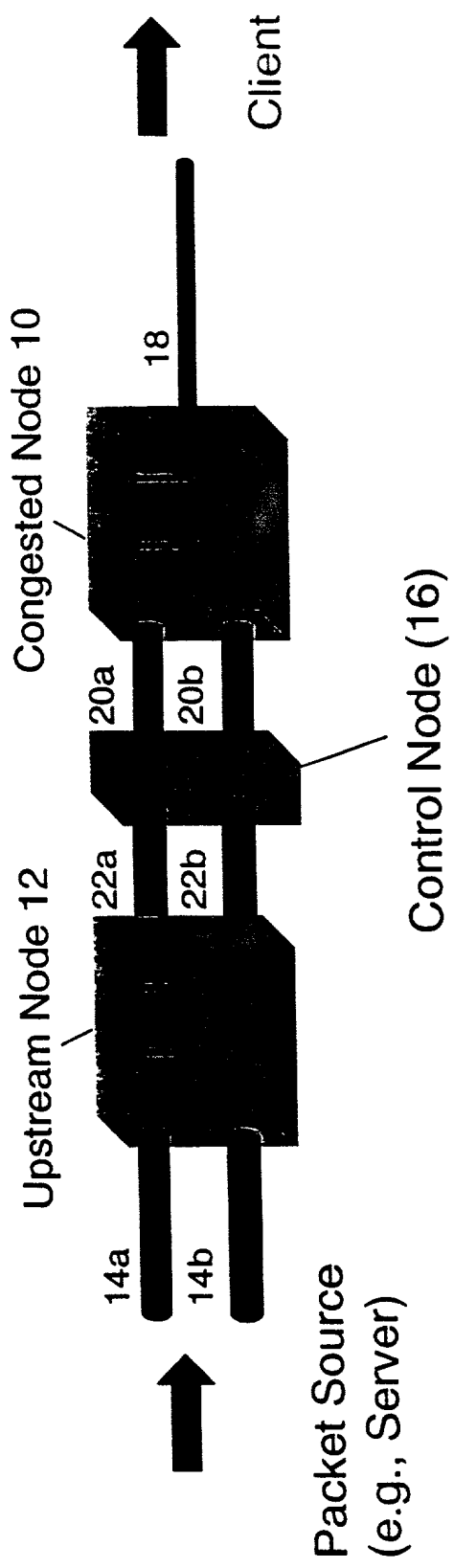
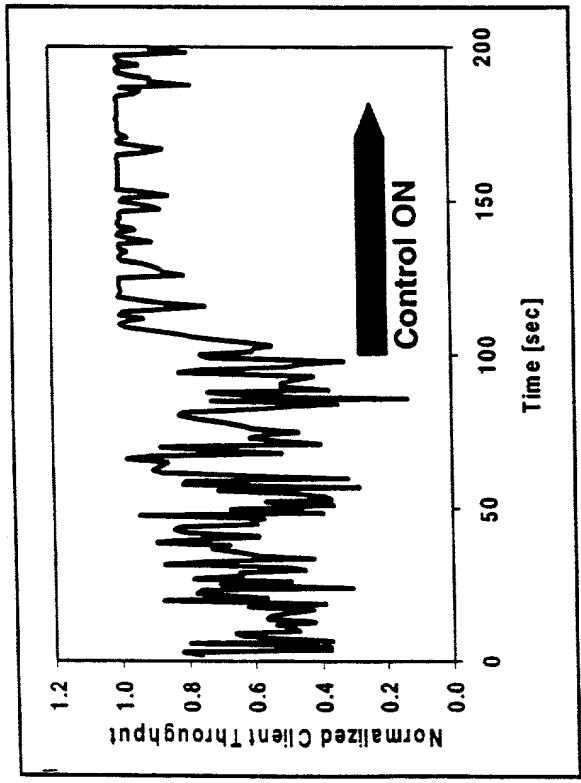


Figure 4

Figure 5a

Figure 5a



Web Fetch Time (secs/Mbyte)

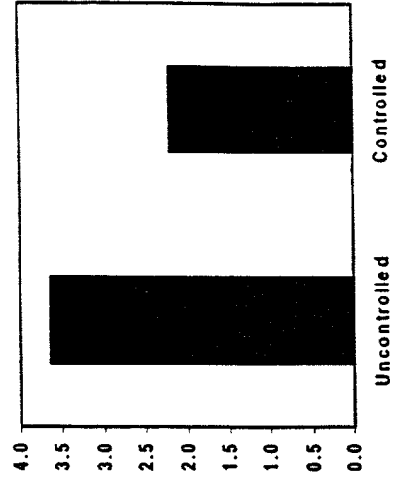


Figure 5e

Utilization (throughput)

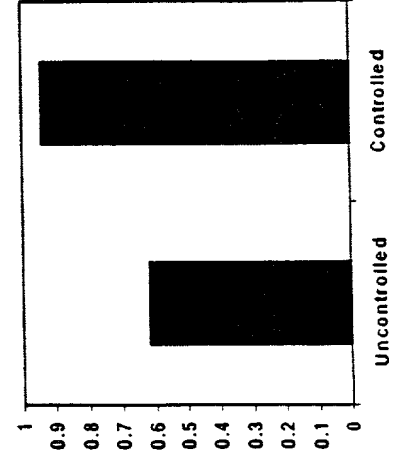


Figure 5b

Variability (std. dev./mean)

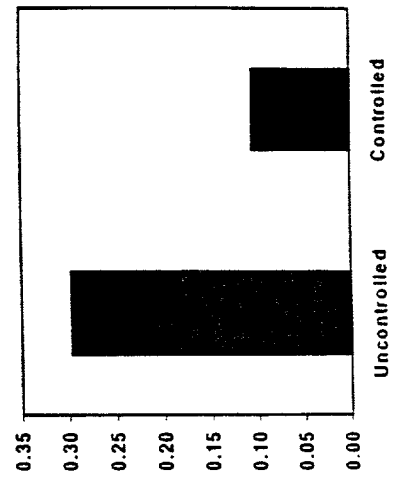


Figure 5c

Packet Loss

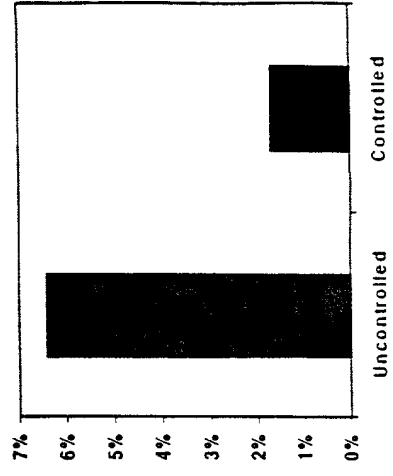


Figure 5d

FIG. 6 is a block diagram of a network topology. The network includes a Control Node 16, a Congested Node R3, and three intermediate nodes R1, R2, and R4. Control Node 16 is connected to R1 and R3. R1 is connected to R2 and R3. R2 is connected to R3 and R4. R4 is connected to R3. A Packet source is connected to R1 via ports 24a and 24b. Another Packet source is connected to R2 via ports 26a and 26b. A third Packet source is connected to R4 via ports 28a and 28b. A Client is connected to R3. Arrows indicate the direction of data flow from the Packet sources towards the Client.

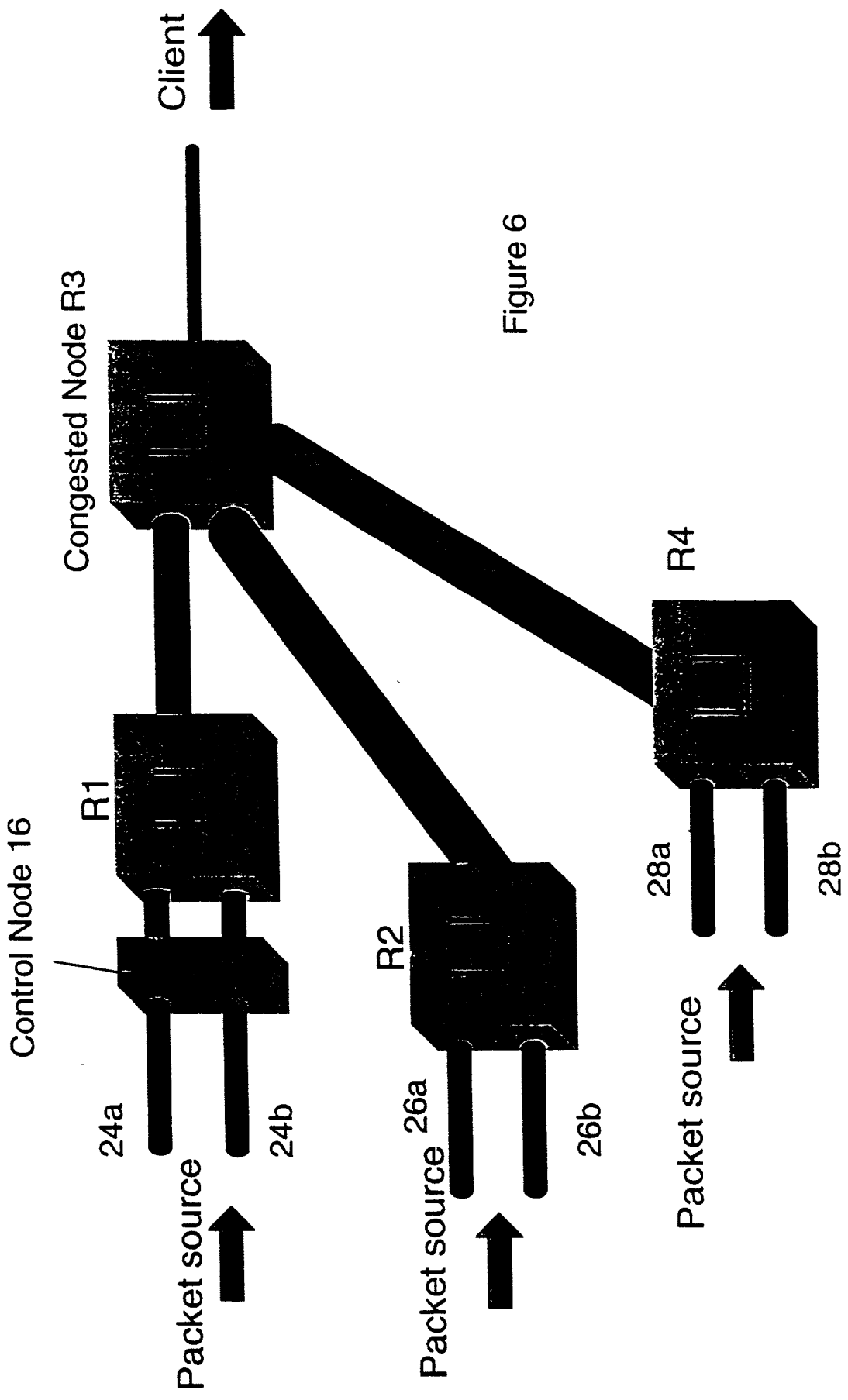


Figure 6

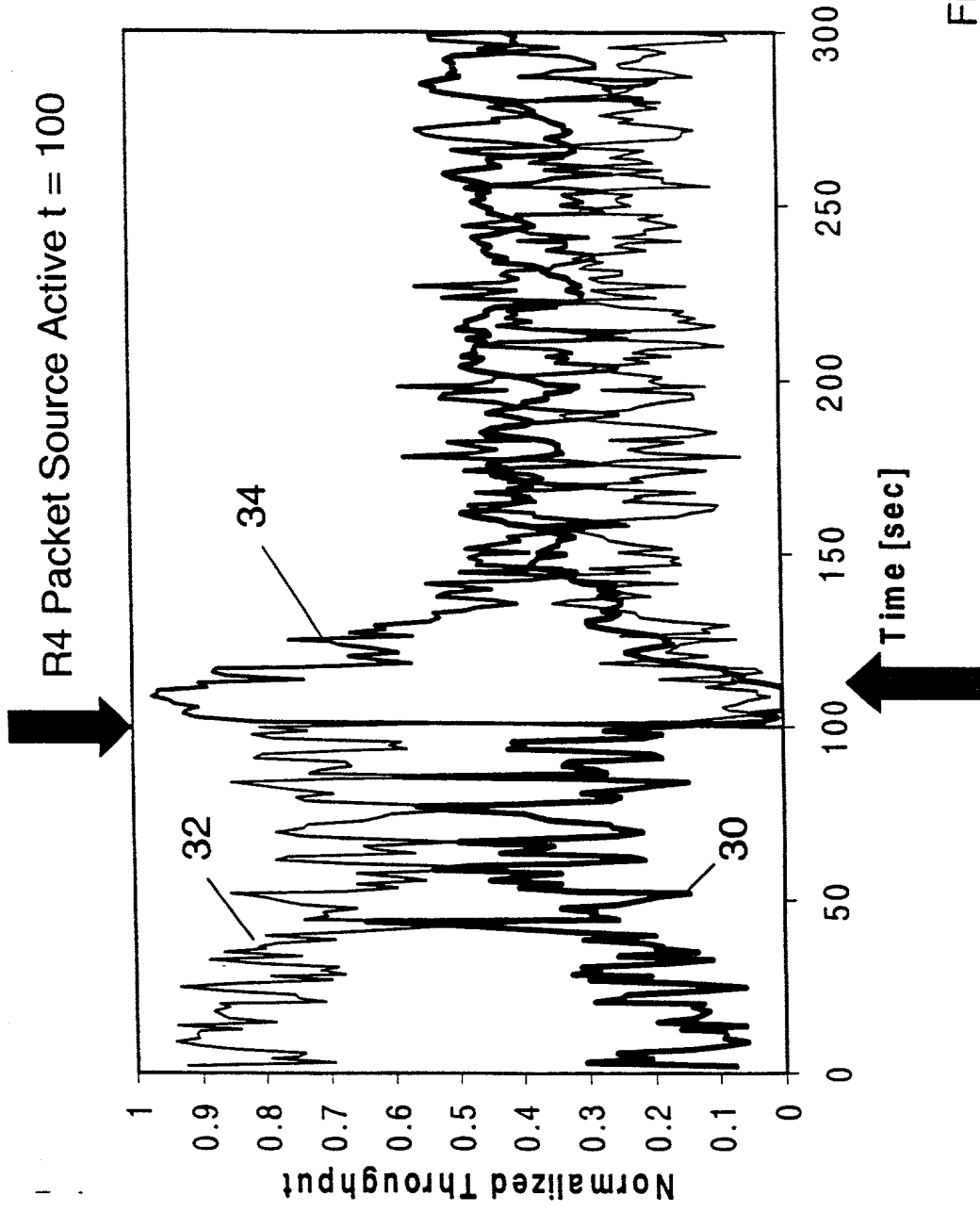


Figure 7



